LEGO ISLAND II

A lot has changed since we last visited LEGO Island. Papa Brickolini has added bologna to his ever-increasing list of toppings for the Super Duper Supper Special. Mama Brickolini may have invented a new note on her piano. She calls it an "Aroompah". Laura Brick misses you and Nick Brick remembers why. Yes, a lot has changed on LEGO Island. New buildings have been built which means new neighbors to meet. New worlds have been discovered which means new places to be explored, and yet, there are some things that will never change.

Pepper is still cool. The Infomaniac still knows just about everything and most importantly, the Brickster is still bad.

The world has grown a lot since we last visited LEGO Island and so have you. Unfortunately, so has the Brickster and he's had plenty of time to think of bigger and badder things to do and yes, you guessed it, he's escaped from jail, so you are urgently requested...No! You are desperately needed to save LEGO Island II, too. This time, there are bigger challenges, more stuff to do and more skills required to save the world.

This time, you are Pepper with a multi-function skateboard and a back pack filled with inventory for an adventure that takes place on LEGO Island, Adventurers Island, Rock Raiders Island, Castle Island and finally the dreaded home of the Brickster, the Planet OGEL. In addition to capturing the Brickster, you are now called on to defeat the Bricksters' minions like the Rock-Monsters and Cedric the Bull and the dreaded Brick-Bots from OGEL. If you can save the world as we know it, then the world is yours to play in just as it should be.

LEGO Island I was a **toy** with some gaming elements.
LEGO Island II is a **game** with some toy elements.
Rather than start out with the free form play,
this time you must win it back.

The goal is to return LEGO values to a world made no fun by the Brickster who wants to own it all.

LEGO ISLAND II OUTLINE

INTRODUCTION	The Brickster Escapes, Deconstructs the Island, Steals and Scatters the Constructopedia, Steals and Hides the Power Brick, Summons the Brick-Bots from OGEL.... CHAOS reigns and it rains chaos!!!
LEVEL 1: L	Search and Rescue
LEVEL 2: E	Repair, Explore, Chase, Capture and Collect
LEVEL 3: G	Hunt, Build, Battle and Capture
LEVEL 4: O	Customize and Free Form Play

INTRODUCTION:

The Brickster escaped. You already guessed that one but what happens next, nobody could have guessed. Allow me to start again from the beginning...

(a-hem) We all know by now or we should know by now is that, the double jalapeno, red pepper, anchovy, super garlic, sausage pizza can melt the lock to the jail so that was taken off the menu. Certainly it is never served to the Brickster. But the Brickster, as sneaky as he is, found a way around that one. And that's where our story begins...

The Brickster would order a red pepper pizza one day and a pepperoni the next. Each time he got a pizza, he hid the toppings under his hat until he had all the ingredients he needed to... you know the rest. Yup, he escapes. But what you didn't know is what he did next, so I'll tell you.

After doing a quick happy dance, the Brickster tip-toed into the Information Center when the Infomaniac was fast asleep for his afternoon nap.

On his desk was the Constructopedia. The Brickster grabbed it and...oh, if you're unfamilar with what the Constructopedia is, allow me to explain.

It is a large book, of sorts. I say "of sorts" because it is more than a book. It has pages, sure, but if you select the pages, a holograph appears and instructions on how to build... well how you can build everything in the universe! Anyway, the Brickster steals this book, tears out all the pages, and tosses them into the wind. That's when the trouble begins. Buildings collapse, People scream, dogs and cats run away together and it's just a mess. The Brickster grabs the Power Brick from the rubble and summons the Brick-Bots of OGEL, and well, there's just too much to tell you but I can say it gets pretty exciting from here on in...

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LEGO ISLAND II Rough Script / THE INTRO 60+ seconds

SCENE: The Introduction

Fly over an active LEGO Island, following Pepper on his pizza delivery route. He hot dogs around on his skateboard and heads to the jail with a pizza in hand. A Voice Over speaks. It is the Infomaniac (voice only)

File	Type	Character	Line
	SFX	---	Background music
	VO only	Info	"Once upon a LEGO, the Island was just as it was suppose to be. The weather was warm, the fun was hot and Pepper was as cool as ever..."

Pepper reaches the jail

File	Type	Character	Line
	VO	Pepper	"Cause I'm the Dude with the Food."

Camera slowly zooms forward and levels at eye level as Pepper leaps up and hands the pizza off to the Brickster in jail.

File	Type	Character	Line
	VO	Pepper	"Alley OOP- Hot soup! Coming through."

File	Type	Character	Line
	VO only	Info	"And the Brickster was safely in jail.'
	VO	Brickster	" Ah! Today's square meal is round! I hope it's the pizza with pepperoni with extra keys! Heheheh- extra keys, I'm funny."

Pepper spins off screen as we watch the Brickster, looking shifty, as he produces a handful of pizza toppings

File	Type	Character	Line
	VO	Brickster	"Pepperoni! The final topping to melt the lock!"
	VO	Brickster	"Jalepeno, sausage, anchovies, a little of dis and dat and voila!"

Fumes, smoke and the jail collapses. The Brickster rises from the rubble and steps forward.

File	Type	Character	Line
	VO	Brickster	" The Brickster is ready for some tricks, sir!"

30 Seconds

The Brickster runs in circles. Cut to the Info Center as the Infomaniac is sleeping at the desk. A book next to him is glowing. It is labeled "CONSTRUCTOPEDIA. The Book of Building." As the Infomaniac is snoring away, the Brickster tiptoes in, runs and grabs the book. He stops and holds it up for you to see.

File	Type	Character	Line
	VO	Brickster	" Constructopedia. The book of building."
		INFO	" (snore- whistle- snore)"

The Brickster starts tearing pages out. The pages fly all about.

File	Type	Character	Line
	VO	Brickster	" Oh, this is too good. I couldn't have written a better start to my day.."
		INFO	" Huh? What? Who? NOOOOOOOO!

The scene shakes, pages fly and the building starts collapsing. Pull back camera view to ¾ height. Chaos as the buildings collapse. The Power Brick glows and the Brickster grabs it, holds it over his head. Zoom in

File	Type	Character	Line
	VO	Brickster	"With this here power brick, I summon the Brick-Bots of OGEL."

The Bots drop from the sky as we pull back and view the devastation. A torn page floats by and comes closer to our view. It fills the screen. The scene freezes. The page has the game instructions on it. The Infomaniac walks across the screen, turns and says:

File	Type	Character	Line
	VO	INFO	" Find the pages, rebuild the Island and capture that- that Brickster!! Good luck, my friend."

60+ seconds

Cut to Game Start

LEGO ISLAND II Rough **LEVEL 1** **L**

SEARCH and RESCUE

1) Search for the scattered pages of the Constructopedia by following clues, advice from citizens and the chasing of Bots. Place pages in back pack.
2) Rescue Island citizens trapped by the Bots. Everyone hunts for the Brickster and the missing pages. The Brickster is periodically seen in the distance. Chase but no capture- he eventually is seen escaping the Island.
3) Learn through dialog and information from the Infomaniac that the Info-Center, if reconstructed can provide information on where the Brickster went, etc.
4) Find Bill Ding and Pages to re-build the Island

FUN STUFF AVAILABLE DURING LEVEL ONE:

- Ramps and loop de loops for extreme skateboarding action
- High powered and multi-function skateboard
- Back pack for inventory collection

LEGO ISLAND II Rough — LEVEL 2 E

Repair, Discover, Explore, Chase, Capture and Collect

1) Help Bill Ding reconstruct the Island
2) Learn about the Bots from the Infomaniac after the Info-center is rebuilt. The Bot-Heads are actually pieces to a large mainframe computer-like machine of the Infomaniacs.
3) Chase Bots all over the world and capture them by tossing pizzas to make them stick and click to deconstruct. More heads = more data. Smart Bricks.
4) Explore Island to Island to bring back as many Bot-Heads as you can.
5) Inventory items available in each reconstructed building

FUN STUFF AVAILABLE DURING LEVEL TWO:

- Different hats for Pepper/ each with different powers. I.e.

Wearing blue hat on means when you click on stuff, it'll change color.
White hat means it'll change model type, etc.

- Different attachments for skateboard: rockets, fins, etc.

LEGO ISLAND II Rough — LEVEL 3 G

Hunt, Critical Thinking, Build, Battle and capture

1) Battle Bots and the Brickster's pals like Rock-monsters and Cedric the Bull on an Island hoping quest to capture the Brickster and find the Power Brick. Your journey takes you through mazes and routes that are blocked by bots and will require deconstructing obstacles or rebuilding bridges or maneuvering about or finding alternate routes or battle Bots to advance. The battles involve tossing pizzas to slow down or stop Bots.

2) Learn about OGEL, the hide-away spot of the Brickster. Up until now you've been chasing his holograms. The way to get to OGEL is by building a space craft. The space craft is powered by Bot-Heads, a kind of transformer craft made from the main frame made from Bot-Heads on the Island as well as a few other heads are needed.

3) Find the route to Planet OGEL. Maneuver through meteor storms, Connect on the right orbit to make landing possible (Orbit changes each game play)

4) Final chase and battle with the Brickster. Find and return Power Brick

FUN STUFF AVAILABLE DURING LEVEL THREE:

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LEGO ISLAND II Rough LEVEL 4 O

Customize, Free Form Play, Discover and Invent

1) Once Power Brick is returned and the Brickster is locked up, the whole world is a toy for the playing. All Islands and the world have been available all along, it's just that now more stuff is available like more fun people to meet (citizens aren't as scared anymore so they can come out and play with you). There's rides and hotspots, songs and dances, a race or two....

FUN STUFF AVAILABLE DURING LEVEL FOUR:

• CHANGE WEATHER

TBD/Next Steps

Back-story of each island:
List of characters per island and bio of each character:
Schematic of game play flow:
Feature list:
High Concept and Executive Summary:

POWER BRICK: LEGO VALUES: WITHOUT IT: THINGS HAVE ONLY 1 FUNCTION / NEIGHBORS BECOME SOULLESS/ZOMBIES

"WHAT IF" FOR level 4

△ DENTIST > TWEAKER

FRIEDMAN / MONDAY / Today / Tomorrow / Cannabis

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